ATARI®

QUANTUM™

ATARI®

A Warner Communications Company

Enter the fantastic world of QUANTUM. A totally new high energy video experience from ATARI® where players probe a subatomic world to capture stray atoms without being destroyed by deadly particles.

QUANTUM incorporates unique QuadraScan™ video graphics with a midi Trak-Ball™ control to offer an all new video skill challenge. The Trak-Ball is used to guide a probe or "sparkler" over the screen to capture particles by drawing a complete circle around them with its tail.

There are various particles on the screen to capture. First, there are Nuclei around which Electrons orbit. When a nucleus is snared and explodes, the electrons change into Positrons which, if they are encircled before flying off the screen, are worth extra points.

During a later wave, the Pulsars appear. The pulsar travels toward the probe, pulsing its arms in and out as it moves. The probe is destroyed if it makes contact with any part of the pulsar.

Other deadly particles to be avoided or captured for extra points include triangular Photons, self-dividing Splitters, and diamond-shaped Triphons.

In later stages of game play, the nuclei join together forming bonds. The probe is destroyed if it crosses the bonds when they are red, but can safely pass through when the bonds are yellow.

As the game progresses, the numbers of nuclei, bonds, and enemies increase, along with the speed of all the objects in general. For the advanced player, double points can be collected for circling more than one object at a time.

A key feature is the player's option to select a starting level or "rack" by circling the desired number on the attract mode. Bonus points are scored by beginning play at higher levels.

Another novel feature of the game allows a player who surpasses the highest score to date to actually "draw" his signature or initials at the top of the high scorers' board using the probe.

Scoring:

Electron. 20 points - rotates slowly around nucleus.

Nucleus. 300 points - moves slowly around, bouncing off walls. It will clip probe's tail if it crosses it. Avoid other deadly particles or capture them for extra points. Capture all nuclei on screen to move to next level.

Photon: 200 points - enters from one edge of screen, spins across screen, and disappears off other side.

Pulsar: 400 points - travels toward probe, pulsing its arms in and out as it moves.

Positron: 200 points - formed by stray electrons left when a nucleus explodes. It moves from its point of origin to the edge of the screen very quickly.

Splitter: 100 points - travels in random pattern on screen, flashes colors and splits into 3 of itself after a few seconds, each of these 3 then splitting after a few more seconds.

Triphon: 100 points - moves around screen randomly, flashing colors every few seconds and leaving a tryd in its trail.

Tryd: 300 points - left by Triphon. Slowly shrinks away and disappears (stationary position on screen).

Operator Options:

Game Lives: 3 to 5 lives per game.
Game Difficulty: Operators may select difficulty levels from 1 to 5.
Coinage: At least 17 unique coinage options, including free play.
Bonus. Bonus every 10,000 points, Bonus every 15,000 points, Bonus every 20,000 points, Bonus every 25,000 points, Bonus every 30,000 points, and Bonus every 50,000 points.

Dimensions.

Height: 71 74", 182.2 cm, Width: 25.25", 64.14 cm, Depth: 31.59", 80.23 cm. Weight: 307 lbs., 139.2 kg.
Monitor: 19" QuadreScan™ Color.

Distributed By

Atari Inc., 790 Sycamore Dr., PO Box 906 Milpitas, CA 95035